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Title: WINEMAKING

Author:  
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THE ART OF  
WINEMAKING

The art of winemaking is  
not a difficult trade;  
indeed, making fine wine  
is the simplest of tasks.  
There are those laymen,  
however, who doth think  
making wine is some  
great secret. Nothing  
could be further from  
the truth! Sorcery hath  
made the process of  
making wine very easy,  
but sorcery cannot make  
the wine taste good. To  
make great wine, thou  
needest but one  
commodity -- great  
grapes! That is the  
secret to making a truly  
great vintage, one that  
shall be remembered by  
all who partake.

Dear Avatar, All of the  
portents indicate that  
this Quest to Find Batlin  
shall severely tax thine  
abilities. Consequently, I  
have ordered the armories  
of the kingdom opened in  
order to equip thee and  
thy good companions. Thou  
shalt be given these  
things --

The Glass Sword, which  
can slay any foe (but  
which is destroyed in the  
act of such slaughter).  
The MageBane, a fabled  
weapon which thou didst  
recover in thy previous  
encounter with Batlin. It  
steals the magic from

sorcerers who oppose  
thee.

The Daemon Sword which  
thou didst obtain at the  
Forge of Virtue. It is  
truly a terrible weapon,  
but thou wilt surely need  
it. Beware the Daemon  
within!

Rudyom's Wand, which  
doth make blackrock to  
explode.

The strange Serpent of  
Blackrock, which thou  
didst obtain from  
netherworlds during thy  
most recent adventure.  
Its powers are unknown,  
but those who gave it  
thee promised that it  
would be useful to thee  
soon.

A spellbook, to which hath  
been added every spell  
that could be speedily  
obtained.

For thee to wear, a set  
of armour of the best  
enchantments: breastplate,  
helm, and gauntlets.

For Iolo the Bard: a  
crossbow, which he doth  
wield so well.

For noble Dupre: a Magic  
Shield which I have  
prepared for him.

For Shamino the Ranger:  
a Magic Bow, and a  
goodly supply of Burst  
Arrows, which he shall no  
doubt use to good  
purpose.

As well as such common  
items as torches, a pair  
of swamp boots, a good  
dagger, and much food  
for an extended journey.  
Travel in safety, and may  
the villain Batlin soon fall  
into thine hands! Also, I  
hope that thou shalt soon  
find Iolo's lost wife, the  
goodwoman Gwenno. --  
Lord British, thy liege.  
The list of items which  
we found ourselves with

after the storm:  
Prepared by Shamino.  
With additional notes by  
Dupre.  
And further comments by  
Iolo, since being freed  
from that vile Monitorian  
prison cell!

A pinecone from the  
northern woods.  
A pair of moonsilk  
stockings, such as the  
enchantress Columna doth  
wear.

A funerary urn containing  
the Ashes of the Dead,  
taken from the Caves of  
Monitor.

The missing apparatus  
from the laboratory of  
Erstam, the so-called Mad  
Mage.

A pumice rock from the  
fiery depths of some  
dungeon.

The engagement ring  
belonging to Alyssand of  
Fawn.

The elegant fur cap which  
Filbercio the MageLord  
purchased for his  
favorite, the sorceress  
Frigidazzi.

The well-worn slippers  
belonging to Devra, the  
mistress of the Inn of  
the Sleeping Bull.

The ceremonial breastplate  
of the Priestess of  
Beauty, who is Kylista of  
Fawn. A very attractive  
lady, I should add.

A penguin egg, such as  
may be found in the ice  
fields of the distant  
north.

A grisly brush made from  
the bones of some poor  
victim of the Goblins.  
How foul!

A bottle of that  
excellent vintage of wine  
sold by the Rangers of  
Moonshade. Why, I should  
sample some now...

Jeweled coins from the  
City of Beauty, Fawn.

The skull of a great  
mountain bear.

The severed hand from  
one of the Mad Mage's  
experiments. It is not  
dead, yet not living -- it  
doth not decay.

One of the common  
shields used by the  
Pikemen of Monitor.

The dangerous mineral  
known as Stoneheart,  
which is used to produce  
the illegal reagent  
Bloodspawn.